

D100:

Albert Meek's Potion Problems



by Ed Bullon

Hello friend!

I hope you're well.

As I was creating my first ever campaign for D&D I came up with an idea for an NPC that I absolutely loved: an elderly potion crafter named Albert Meek. He was a master craftsman, however, he was also eclectic, clumsy, and most (worst?) of all, forgetful. When the party met him on the Coast Way, his wagon had broken down and he had left the list of potions he had for sale in a far away land. To clear out his stock so he could start again, he offered the party a deal: a discount on the potions he had on hand, but the catch was *the party had no idea what any one potion did*. Some were run-of-the-mill healing potions and buffs. Others, not so much.

That NPC is the inspiration for this table of potions and their effects. Hi, I'm Ed Button. I've loved writing since I was young, and I love creating in general - fantasy characters or items, crafting terrain, whatever - I just love the process of writing and building. I make things like this for fun, and these system-agnostic D100 tables I've worked on are a fun outlet for me.

What you'll need to use this table is a D100. If you don't have a physical one, look for one online on sites like www.rolladie.net.

Since I'm most familiar with 5E, that's the framework I'll be using regarding potions and their healing properties (ie, A Potion of Healing is 2d4+2, Greater Healing is 4d4+4, etc.). However, feel free to tweak as needed and change what you do and do not need.

All I ask is that you don't use these ideas in works you plan to publish or sell.

If you paid for this table, thank you! I deeply appreciate your patronage. If you haven't, that's ok too. If you end up liking this one, feel free to check out my other offerings both current and upcoming on DMs Guild. Bookmark my name. Come back in a bit. I have a lot more on the way.

Sincerely,

A stylized, handwritten signature in black ink, appearing to be the initials 'EB' or a similar monogram.

1	Regular Potion of Healing. Smells like lilacs.	21	You start to feel nauseous and dry heave for several moments. You have disadvantage on any checks for 1 minute.
2	Potion does nothing. Tastes like grape medicine.	22	Potion of Speed. You can move at twice your normal movement speed for the next 10 minutes.
3	Potion of Healing. However, the drink makes you burp, giving you disadvantage on stealth for 1 hour.	23	Your muscles tense up and you start to shake uncontrollably. You have disadvantage on any checks for 1 minute.
4	Potion of Healing, also increases movement speed by 10 feet for 1 hour.	24	You immediately become frigid and are immune to cold damage for the next 10 minutes.
5	Potion makes the user sick, taking 1d4 poison damage each turn over the next 3 turns.	25	You become thirstier than normal and must drink double your water rations or take 1d4 damage.
6	Potion doesn't do anything.	26	The potion does nothing.
7	Potion increases movement speed by 10 feet for 1 hour.	27	You feel your body temperature rise as you take 1d4 fire damage.
8	Potion provides resistance to fire and lightning damage for 1 hour.	28	Consumer overcome with dizziness and falls prone.
9	Potion of Greater Healing. Tastes like bubble gum.	29	You feel refreshed, and gain HP equal to your character level and constitution modifier.
10	Potion of Fire Breath. Lasts 1 hour. 4d6 fire damage, DC 13 Dexterity saving throw for those being attacked.	30	Unwanted flashbacks from your past appear. You take 1d4 psychic damage.
11	Potion does nothing. Tastes horrible.	31	The potion does nothing.
12	Potion of Greater Healing, however, the character consuming it now has a headache, and rolls at disadvantage for 1 hour.	32	Regular Potion of Healing.
13	Potion of Mind Reading. "Detect Thoughts" spell for 1 hour.	33	The potion is very bitter. Make a DC 14 Constitution saving throw or have a -2 disadvantage on all rolls for the next 2 hours.
14	Potion of Water Breathing. Can breathe underwater for 1 hour.	34	You feel a sudden burst of energy. You gain an additional action this round and for the next 2 rounds.
15	Potion of the Wind. Consumer may cast Zephyr Strike on their next turn.	35	The potion is sweet. You have darkvision for three hours. If you already have darkvision, double the distance for the next 3 hours.
16	Potion of Healing. 2d4+2 healing, can levitate for 1 minute.	36	You feel more alert, and have advantage on perception checks for the next two hours.
17	Potion of Heroism. 10 temporary hit points and partial effects of the "Bless" spell for 1 hour.	37	The potion smells like sweat. You become resistant to magic damage for the next 4 hours.
18	Potion does nothing, makes you burp, giving you disadvantage on stealth rolls for one hour.	38	Potion of Healing (2d4+2 HP). Tastes like root beer.
19	Potion of Healing (2d4+2 HP). Tastes like oranges.	39	This potion smells of tobacco. You can communicate with any intelligent creature for the next 2 hours.
20	Potion does nothing.	40	Potion of Babble. You can understand any language for the next 6 hours.

41	Potion of Oration. You have advantage on Charisma checks for the next hour.	61	Gust Potion. Immediately casts Gust of Wind upon consumption.
42	Potion of Sleuthing. You have advantage on Investigation checks for 1 hour.	62	FearDrink. User is frightened by all hostiles for the next 24 hours.
43	Potion of Superior Healing. Tastes like watermelon.	63	Potion of the Feast. All hunger and thirst the consumer may be feeling is satiated
44	Potion of the Forest Spirit. You Shapechange into a forest creature equal to or lower than your level for 1 hour.	64	Potion of Altitude. Take 2d6+2 damage, however, the consumer can Fly for 24 hours.
45	Potion of Education: You have advantage on Intelligence checks for 24 hours.	65	Tasha's Hideous Potion. Potion of Superior Healing, however, the consumer can not stop laughing, causing them to have disadvantage on all checks for 6 hours.
46	Potion of Fury: You have advantage on Strength checks and disadvantage on Intelligence, Wisdom, and Charisma checks for 24 hours.	66	Potion of Glibness. Consumer is under the effects of the Glibness spell for 12 hours.
47	Potion of Healing.Has a hint of vanilla.	67	Potion of the Genius. Consumer gains advantage on Intelligence checks for 24 hours.
48	Spicy potion. Gives resistance to Fire damage for 30 minutes.	68	This potion does nothing.
49	Potion of Hot Predictions. Consumer gains advantage on Insight checks for the next 24 hours.	69	Potion of Supreme Healing. Earthy taste.
50	Vigor Invigorator. Consumer gains 20 temporary hit points.	70	Potion of Emergency. A Potion of Healing (2d4+2), however, the consumer takes 4d4+4 damage the following day at a random time.
51	Potion is refreshing, but doesn't do anything.	71	Other than tasting delicious, the potion does nothing.
52	Potion of Theory. Herbal flavor. User has advantage on Arcana, Religion, and Medicine checks for the next 24 hours.	72	Potion of Invisibility. Consumer becomes invisible for 6 hours.
53	Potion of Accuracy. Advantage on attack rolls for 12 hours.	73	Potion of Greater Healing. Tastes like allspice.
54	Potion of Greater Healing. An iron-like flavor. Is it actual blood?	74	Potion of the Reckless. Every attack is counted as a reckless attack for the next 12 hours.
55	Spearmint Potion. Consumer gains advantage on persuasion checks for 24 hours.	75	Potion of Greater Healing, however, the consumer goes blind for the next 12 hours.
56	Potion of the Glutton. Gain 2 levels of exhaustion after consuming.	76	Potion of Greater Healing. Chocolate flavored.
57	Drinks for the Deaf. Potion of Healing, however, consumer is deafened for 24 hours.	77	Potion of Healing, however, the drink causes a horrible stench to radiate from the user's body, giving them disadvantage on perception and persuasion checks for 4 hours.
58	Potion of Superior Healing. Minty.	78	Potion of the Bubble. Consumer gains the ability to cast Levitate for 24 hours.
59	Potion of Healing. Tastes like coconut.	79	Smoky taste. Consumer can cast Fog Cloud for 12 hours.
60	Potion of the Cloak. Consumer has advantage on stealth checks for 24 hours.	80	CharmDrink. User gains the benefits of Charm Person on all people in the vicinity for the next hour.

81	Potion of Charon. Consumer can cast Speak With Dead for 24 hours.	91	Consumer suffers the effects of the Catnap spell, falling asleep for 10 minutes.
82	Rush Potion. Consumer gets an extra action in combat for the next 24 hours. Consumer gains a level of exhaustion afterward	92	Potion of Healing.Has a berry taste.
83	The potion does nothing. Doesn't taste half bad.	93	Tastes of a strong alcohol. Consumer can use the Identify spell up to 3 times within 24 hours.
84	Potion of the Arachnid. Consumer has ability to Spider Climb for 24 hours.	94	Potion of Invulnerability. For 1 minute, the consumer gains resistance to all damage.
85	Consumer can cast Control Water for 24 hours.	95	Upon consumption, Zone of Truth is cast.
86	The potion makes the consumer gassy. They roll at disadvantage for stealth and charisma checks for 2 hours.	96	This potion has no effect.
87	This potion tastes like a citrus beverage. Consumer has Darkvision permanently.	97	Barkskin potion. Consumer has Barkskin for 12 hours.
88	Potion grants Protection from Poison for 24 hours.	98	Potion of Healing. Tastes like pond water.
89	Potion of Firewalking. Immune to fire damage for 3 hours.	99	Potion of Detection. Once consumed, the subject can Detect Evil and Good for 4 hours.
90	Abnormally cold drink. Resistance to Cold damage for 1 hour.	100	Has a nutty taste. Consumer immediately casts Negative Energy Flood upon consumption.

CREDITS

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Ed Button is a former award-winning journalist who has since changed careers and now works in the non-profit sector. When not working, he is spending time with his family or relaxing with one of his several hobbies: playing video games, painting minis or crafting tabletop terrain, taking care of the family pets, or writing tables like this.

Special thanks to my wife DeeDee for always supporting me, no matter what wild idea I may have and how confused you may be by it. You and the kids are my world.

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